PlayStation
PAL
Interactive Sound Lab
SONY
COMPUTER ENTERTAINMENT
PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and POWERLINE Nos.

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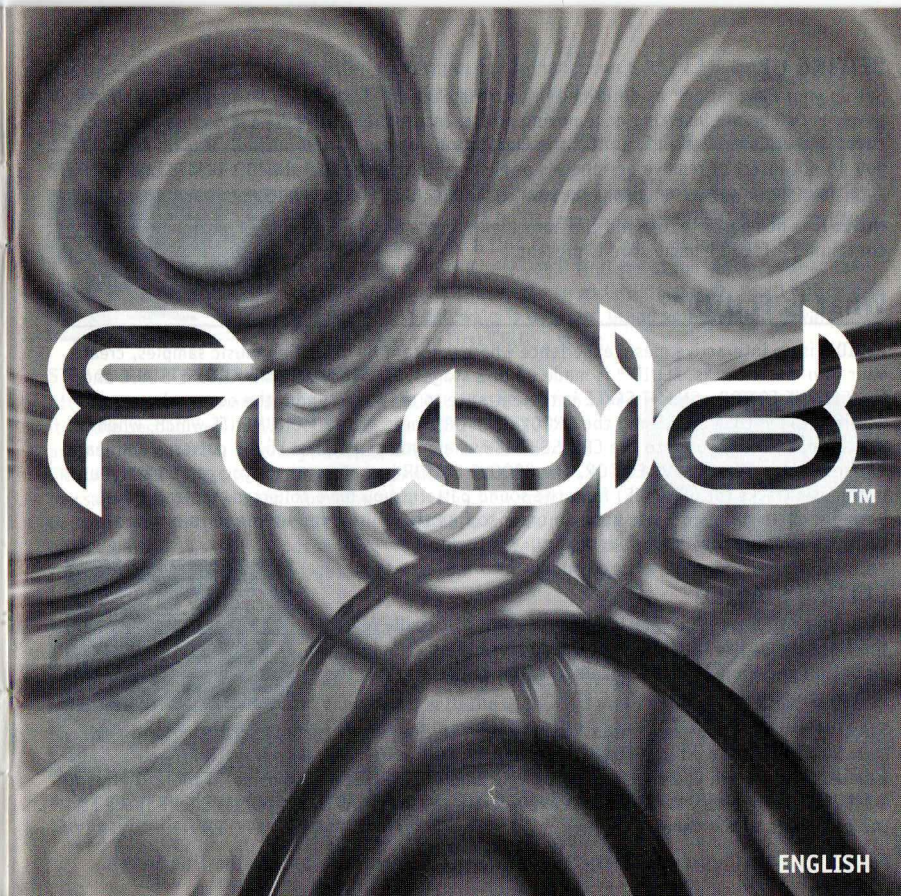
1 Player

Memory Card 1 block

SCES-00985



SETTING UP

Set up your PlayStation® as described in your PlayStation® Instruction Manual. Make sure the power is OFF before inserting or removing a Disc. Insert the FLUID™ Disc and close the Disc cover. Insert Controller and turn ON the PlayStation® at the POWER button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card BEFORE commencing play.

NOTE: It is not possible to avoid the auto-load process during boot-up if a Memory card containing a FLUID™ game save is present.

What is FLUID™?

FLUID™ is an interactive music experience where you can, by collecting music samples, create your own music tracks. FLUID™ is made up of 3 stages, SILENT SPACE, the CRUISE STAGE and the GROOVE EDITOR. SILENT SPACE is the entrance to the world under the ocean where you will find the CRUISE STAGE and the GROOVE EDITOR. There are 12 MONUMENTS which, when activated, will lead you into the CRUISE STAGE where you can collect sound patterns and learn to use them in The GROOVE EDITOR. The GROOVE EDITOR is a place where you can create your own music tracks (or GROOVES) from the sound patterns you have collected. You can travel back and forth between these areas in order to find the sounds you want and re-arrange them, developing them into your music.

GETTING STARTED

After you switch your PlayStation® on, you will eventually reach the Main Menu. Use the UP/DOWN Directional buttons to highlight an option and the ○ button to select it. You can select from the following options:

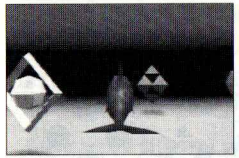
START: This starts the game. Your PlayStation® will check for a Memory card – you will need to insert a Memory card into Memory card slot 1 if you wish to save your music. If you do not have a Memory card, you should first indicate this and then start the game. If there is already a save on your Memory card this will be automatically loaded when you enter Silent Space at the beginning of the game.

ABOUT: Displays the credits. Press the START or ○ buttons to go back to the Title Screen.

HELP: A tutorial. Press the ○ button to advance to the next screen, the □ button to return to the previous screen or the ✕ button to return to the Main menu.

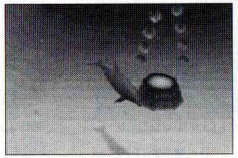
The Basics of FLUID™

STEP 1. COLLECTING SOUND PATTERNS



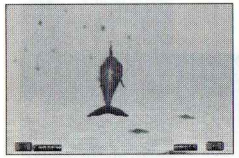
In FLUID™, you must learn how to guide the dolphin to collect and create music. You arrive in an area known as SILENT SPACE. As you explore the area, you'll find two basic types of location. The Monument garden is where you'll find the stone gateways that take you to different locations, known as CRUISE stages. You'll notice that one of the gateways is glowing. Guide your dolphin towards this and enter the first CRUISE stage.

STEP 2. CREATE YOUR OWN GROOVE



After collecting a sound pattern in the CRUISE STAGE you can take it to the second area in SILENT SPACE, the GROOVE EDITOR to arrange it as you like. First, go back to SILENT SPACE from the CRUISE STAGE (press the START button to exit). You will see a message informing you that You have obtained a new sound pattern. Now go through the EDITOR ENTRANCE, a limpet-like object which has small shapes swirling above it. This will take you to the GROOVE EDITOR where you can create your own sound groove.

STEP 3. ENJOY THE MUSIC



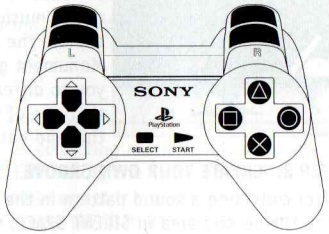
Having created your own groove in the GROOVE EDITOR, go back to the CRUISE STAGE. You will notice that the music playing now is the groove you've just created. Move the dolphin around the screen and experiment with the ✕, ○, □ and △ buttons to arrange your track. As you progress through the CRUISE STAGE, prompts will appear (>>>>), inviting you to enter a new CRUISE STAGE. Press the R1 button to change the prompt to pointing arrows and your dolphin will be automatically taken to a new CRUISE STAGE at the next exit point. Now you can begin collecting new sound-patterns.

FLUID™ is a game in which you collect sound patterns, then re-arrange and re-mix them as described above. Collect as many patterns as you can, using them freely to create your own re-mix.

How To Operate FLUID™

Manoeuvring The Dolphin In Silent Space

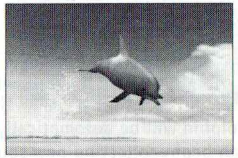
When you start the game the dolphin appears in SILENT SPACE. Practice making him move first.



Directional buttons:

LEFT:	Swim to the left
RIGHT:	Swim to the right
UP:	Look down
DOWN:	Look up
○, ×, □ or △:	Swim forward (press repeatedly to swim faster)
L1, L2, R1, R2 buttons:	Change camera position (3 angles)
SELECT button:	Toggle between REC STANDBY and REPLAY STANDBY. **NOTE:** press the SELECT button to activate REC STANDBY before entering a Cruise Stage, then on returning to Silent Space, press the SELECT button again to activate REPLAY STANDBY. See the USING REPLAY section later on in this manual.
START button:	Activate REPLAY.

Making The Dolphin Leap: You can make the dolphin leap out of the water so you can see the scenery above. Hold DOWN and repeatedly press the ○, ×, □ or △ button so that he swims up from the bottom of the sea to the surface: if you are successful, the dolphin will leap into the air.



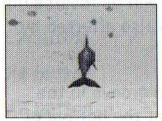
Manoeuvring The Dolphin Inside A Cruise Stage

As you swim through SILENT SPACE, you will come to a place with stone statues standing in a circle. These are the STAGE MONUMENTS, which mark the entrance to the CRUISE STAGE. There are 12 STAGE MONUMENTS at the bottom of the sea from the beginning of the game. When you first begin a game, you will see that one of the 12 monuments is glowing: this is the entrance to the first stage, PEACE. You enter the CRUISE STAGE by manoeuvring the dolphin so that he touches the monument.

As you explore, the doors to the other monuments will open and glow too. Touch the dolphin against the bright monuments to enter a CRUISE STAGE.

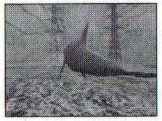
There are 12 different types of scenery and sound grooves in the CRUISE STAGE:

- **PEACE**

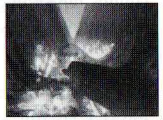


- **ABYSS**

- **WIRE**

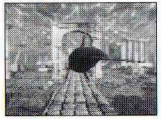


- **CRYSTAL**

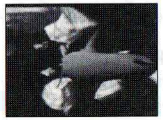


- **TUBE**

- **TEMPLE**



- **SPACE**



- **FLOWER**

- **WOODS**

- **SHELL**

- **CORAL**

- **GARDEN**

Directional buttons:	Moving the Dolphin around the screen affects the music. If, for example, you press LEFT, then immediately press right, you can perform a drum-roll.
O, X, □ or △	Add additional (ad-lib sounds) over the music.
L1/R1 buttons	Diverge to the stage on the left or right. Press once to move across. Press again to cancel.
L2/R2 button	Reduce or increase the volume of ad-lib sounds
START button	Return to SILENT SPACE
SELECT button	Switch between A/B side tracks of music

Ad Lib Play: Press the O, △, □ or X button while swimming through the CRUISE STAGE, and listen to the difference in the sounds played. This is Ad Lib play and you can play a number of sounds depending on the combination of the buttons you press. These sounds will be recorded in the replay data (see Using Replay for details). The balance of the sound mix is also affected by the position of the dolphin on the screen.

Diverge And Exit: When you return to the CRUISE STAGE after creating a sound groove in the GROOVE EDITOR, you may sometimes see icons displayed on the left and right at the bottom of the screen. When you see these icons, you can press the L1 or the R1 button to move to the next CRUISE STAGE. (You can change the stage you move to before entering. Press the same button twice to cancel the divergence). Press the START button to return to SILENT SPACE.

Leave the GROOVE EDITOR and re-enter the CRUISE STAGE: The grooves you create in the GROOVE EDITOR become the grooves in the CRUISE STAGE and produce new soundscapes together with the scenery. When you exit the GROOVE EDITOR, you will return to the STAGE MONUMENT for the CRUISE STAGE whose groove you have been re-mixing. Dive into the CRUISE STAGE to listen to the grooves you have created.

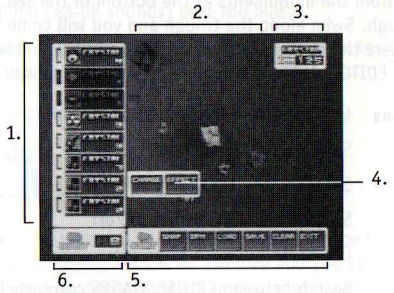
Operating The Groove Editor

If you swim away from the monuments at the bottom of the sea, fairly soon you should come across a deep trough. Swim along the trough and you will come to the EDITOR ENTRANCE. Move the dolphin to where the PEACE icons are dancing and touch it with the dolphin. From here you enter the GROOVE EDITOR where you can create your own music.

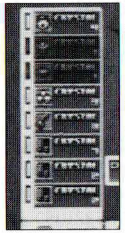
Directional buttons	Highlight an option/sample
X button	Select/Confirm/Execute
△ button	Solo Play the selected track
□ button	Switch selected samples on/off
O button	Cancel/Exit/Return to previous menu
L1 button	Switch between CRUISE STAGES currently being edited (backwards)
L2 button	Switch between CRUISE STAGES currently being edited (forwards)
R1 button	Display HELP bar at the top of the screen (Press again to cancel)
R2 button	Move to the COLOUR CYCLE mode
SELECT button	Switch A/B side of BGM
START button	Open the Command Menu

THE GROOVE EDITOR SCREEN

1. Sound Pattern Window (contains track windows)
2. Help Window
3. Groove Name/ Beats Per Minute
4. Pattern Command menu
5. Main Command Menu
6. A/B side switch



SOUND PATTERN WINDOW



The windows lined up vertically on the left of the display are the Track Windows. They are divided into the following tracks: (from the top) bass drum, snare, high-hat, extra rhythm, bass and sequence (3 types). Try putting the sound patterns into each of the tracks: you will find you have far more sound variations than you had in the CRUISE STAGE. Select the sounds and arrange them as you wish to create your own grooves.

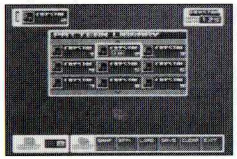
TRACK WINDOWS: The lamps on the left of each track are PLAY LAMPS: when a lamp next to a track is lit, that track is played. Press the □ button to switch the PLAY LAMPS on and off. If you want to listen to a track on its own, first select the track and then press the △ button (Solo Play). Select a track using the Directional buttons and press the ✕ button: the PATTERN COMMAND WINDOW will be displayed.

If you select CHANGE, the PATTERN LIBRARY will be displayed, whereas selecting EFFECT allows you to effect the sound of each individual music pattern. Select commands using the Directional buttons and press the ✕ button to confirm your choice.

NOTE: Some of the sound patterns may take a little while to set up before they begin to play.

A/B: There are two sides (A and B) to each groove in each CRUISE STAGE. You can switch from one side to the other without losing the beat by pressing the SELECT button in either the GROOVE EDITOR or the CRUISE STAGE.

LIBRARY WINDOW (PATTERN LIBRARY)

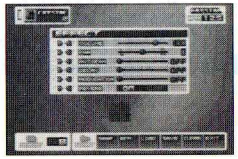


Put sound patterns into the tracks. The list of the patterns in each track will be displayed. Select a pattern using the Directional buttons and press the ✕ button to confirm. You can also switch the PLAY LAMP on/off (□ button) and listen to Solo Play (△ button) in the library.

You may see IN displayed in yellow by some of the patterns in the library: these are the last patterns stored before the library was selected. The name of the current sound pattern is displayed at the top left of the screen.

EFFECT WINDOW

Here you can apply various effects to sound patterns. Select an effect using the directional buttons and then operate the effects using the sliders and switches. Shaded items are unavailable for the sound pattern you are editing (the title of which is displayed at the top left of the screen) because it already contains the effect and therefore cannot be changed.



Here is a list of the effects in the Effect window and how to use them. You can add a variety of sound effects to the selected track. Move the sliders to right and left using the Directional buttons. The effects are as follows:

VOLUME: This controls the volume of the track: it has settings from 0 to 127, 100 being the standard volume.

PAN: This balances the sound on the right and left. The centre is 0 and the slider has 64 settings on either side: the maximum setting on the right is R63 and on the left it is L64.

AUTOPAN: This effect automatically balances the sound on the right and left. Using the slider, you can set the speed with which the sound balance moves between the right and left. The speed can be set from 1 to 15. Moving the slider as far to the left as it will go turns the effect OFF.

DELAY: This effect repeats the same track pattern with a delay, adding width to the pattern. The range of settings is from 50 to 999. Moving the slider as far to the left as it will go turns the effect OFF.

MODULATION: This effect increases and decreases the tone of the pattern. You can set the range between 1 and 127 using the slider. Moving the slider as far to the left as it will go turns the effect OFF.

REVERB: This adds an echo effect and gives a certain depth to the track pattern. Select ON or OFF using the Directional buttons.

THE COMMAND MENU

When you press the START button in the GROOVE EDITOR, the Track Window cursor disappears and the Command Menu cursor is displayed at the bottom of the screen. The command functions are shown in the picture below.

SNAP: This command allows you to temporarily save each side of the groove you are currently editing and load recorded grooves. There are two record files: SNAP 1 and SNAP 2. You can save new data in a blank file or overwrite an existing file. You can also load data from previously saved files. Select a file in the SNAP window and choose a command from the SNAP COMMAND window: LOAD is to load data, SNAP is to save data, and CANCEL returns you to the previous screen.

When you save or load data using the SNAP command, it works on the side which you are editing. When you save the groove only the side you are currently editing is saved, and when you load, data from the eight recorded track settings is loaded onto the side you are currently editing. Remember that the data saved in SNAP will be lost once you exit the GROOVE EDITOR.

BPM: This sets the tempo for the whole of the groove you are editing. The same tempo applies to both Side A and Side B. When you select the BPM command, the BPM slider will be displayed. Use the Directional buttons to move it to the right and left. Press the X button to confirm the setting.

CLEAR: This resets the whole of the current editing groove to the original settings except the recorded data in the SNAP files. In short, the groove reverts to the sound pattern that you originally collected in the CRUISE STAGE. When you select the CLEAR command this window (in the diagram) will be displayed. If you want to reset the groove, select CLEAR and press the X button to confirm.

SAVE: This command saves both the A SIDE and B SIDE settings of the groove you are currently editing in the GROOVE EDITOR to a Memory card. Select SAVE from the menu to display the DATA window. Then select SAVE 1 or 2 and press the X button. If any data is recorded in the selected file, its details will be shown on the right of the screen and the Command window will be displayed. Select SAVE to overwrite the old data,. If you wish to check and listen to the groove first, select LISTEN and press the X button. Selecting CANCEL or pressing the O button cancels the command and returns you to the previous window. You can save the data for each CRUISE STAGE.

The Data Window is displayed after the command is selected in the menu. If any data has been recorded in the selected file, its details are displayed. Select SAVE to save the data in the selected file.

LOAD: This loads the previously saved A/B settings from the Memory card to the CRUISE STAGE you are currently editing. When you select LOAD from the menu the Data window is displayed. Select LOAD 1 or 2 and press the X button. The selected groove data is displayed on the right of the screen and the Command window appears. If you want to load this data, select LOAD. If you wish to check and listen to it first, select LISTEN and press the X button. If you select CANCEL, the command will be cancelled and the previous menu will be displayed.

CAUTION!! Do not remove the Memory card, press the reset button or turn off the POWER button while the Memory card is being used to save or load data. Important data may be lost if you do. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there is at least one free block on your Memory card BEFORE commencing play. It is not possible to avoid the auto-load process during boot-up if a Memory card containing a FLUID game save is present.

EXIT: When you have finished in the GROOVE EDITOR, return to SILENT SPACE. Select EXIT and the Exit window will be displayed. Select one of the commands. To save the data and finish using the GROOVE EDITOR (see SAVE for details), select SAVE ' EXIT. Select EXIT to exit from this section without saving the data. Select CANCEL to cancel and return to the Command menu.

THE COLOUR CYCLE

The COLOUR CYCLE in the GROOVE EDITOR is an independent mode that visualises the sound. Press the R2 button in the GROOVE EDITOR to move to the COLOUR CYCLE mode, and enjoy creating kaleidoscopic images on the screen using the directional buttons together with the ○, ×, □, △, L1, L2, R1, SELECT and START buttons. Indulge yourself in your own creation of sight and sound. You could call it another CRUISE STAGE.

If you press and hold the LEFT/RIGHT Directional buttons for more than 3 seconds, this sets the automatic change mode in the cycle pattern. When this is set, the pattern changes automatically and you do not have to keep pressing buttons.

Directional buttons

UP & DOWN:	Speed up the cycle
LEFT & RIGHT:	Change the cycle pattern
× button	ENLARGE/REDUCE the display (press and hold)
△ button	Add a Twist/Wave effect to the display (press and hold)
□ button	Add a Strobe effect to the display (press and hold)
○ button	Add a Globe effect to the display (press and hold)
L1 button	Change the colour (forward)
L2 button	Change the colour (reverse)
R1 button	Reset to the original pattern
R2 button	Return to the GROOVE EDITOR
SELECT button	Switch the MESH effect on/off
START button	Switch the DITHER effect on/off

The On-Going Quest of FLUID™

- **COLLECT ALL THE SOUND PATTERNS**

  By following these instructions you will come across new sound pattern after new sound pattern. When you have managed to collect the patterns from more than 1 CRUISE STAGE, you will then be able to skip from one CRUISE STAGE to another while you are re-mixing in the GROOVE EDITOR.

- **CREATING FREE GROOVES**

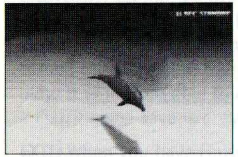
  Having collected the sound patterns from the 12 stages, you will then be able to control all the world's sounds. Choose the CRUISE STAGE you would like to re-arrange and give the scene a brand new re-mix using your sound pattern collection. Not until you have collected all the sound patterns, does the creation of a truly unique groove begin.

- **DIVE IN AND IMMERSE YOURSELF**

  Compose new, original grooves one after another and enjoy adding to them using ad lib play. There are no restrictions to the way you play FLUID. As you play more and more, over and over again, you will discover the joy in the quest of the game itself. This is an experience of diving into your own world. Immerse yourself in the world of FLUID.

USING REPLAY

The Replay function allows you to record and replay data from the time the dolphin touches the monument to the time he returns to SILENT SPACE while you are using ad lib play in the CRUISE STAGE or moving in the CRUISE STAGE. You can use this function in SILENT SPACE using the SELECT button and the START button.



* The Replay function records your operations in SILENT SPACE in the console's memory. This memory is limited. When it becomes full the REC icon displayed at the top right of the screen will begin flashing. The Replay function will then finish automatically and you will return to SILENT SPACE.

Press the SELECT button once in SILENT SPACE. REC STANDBY will be displayed at the top right of the screen. Pressing the SELECT button switches the display between NO DISPLAY and REC STANDBY. If there is any replay data recorded, the display will switch between REC STANDBY → REPLAY STANDBY → NO DISPLAY. If you enter the CRUISE STAGE while REC STANDBY is displayed, all the operations in this stage will be recorded until you press the START button and return to SILENT SPACE. When you have finished recording and return to SILENT SPACE, the display at the top right of the screen will change to REPLAY STANDBY. You can then press the START button to replay the recorded data. Pressing the START button during a replay will cancel the replay and return you to SILENT SPACE.

Existing replay data is not affected by entering the GROOVE EDITOR or the CRUISE STAGE. The latest data will not be deleted unless you press the RESET button, switch off the power or overwrite the data with new replay data.

NOTE: Replay data cannot be saved onto a Memory card, so you are advised to record the creations you wish to keep by connecting a video recorder or some other device to your PlayStation®. In addition, when you change the back groove, the replay groove will also change.

Customer Service Numbers		POWERLINE FOR GAME HELP
• Australia	1300 365 911	**1 902 262 662*** **(ITM Calls charged at $1.50 per min. Get parents' OK to call.)*
• Österreich	0450 199 000 500*	**0450 199 000 500*** **(Ein Anruf unter dieser Nummer kostet in der Zeit von 8-18 Uhr ös 8, - - /Min, außerhalb dieser Zeit ös 6, - - /Min.)*
• Belgique/België/Belgien	02 / 502 05 93	**0900 000 00*** **(6.05 Bfr. 20 sec/ 40 sec)*
• Danmark	31 23 24 04	**31 23 24 04** *Åben Man-Tors 16.00-19.00*
• Suomi	(09) 887 331	**Fax (09) 887 33 343**
• France	01 40 88 04 88	**08 36 68 22 02*** **(2,23 F la minute)*
• Deutschland	01805 / 766 977	**0190 578 578*** **(DM 1 , 21/min. Kinder und Jugendliche sollten vor dem Anrufen der PlayStation-Hotline die Eltern/Erziehungsberechtigten um Erlaubnis fragen.)*
• Greece	(00 301) 6777701	**090 2322 00*** * Χρέωση κλήσης 184 δρχ. το λεπτό συν ΦΠΑ. Παρακαλούμε πριν καλέσετε τον αριθμό αυτό ζητήστε την έγκριση του προσώπου που πληρώνει το λογαριασμό Η τηλεφωνική σύνδεση υποστηρίζεται από τη Mediatel
• Ireland	(01) 4054022	**1550 13 14 15 (R.O.I. only)*** **(Calls cost per min. 44p off-peak rate, 58p peak rate (inc.VAT)*
• Israel	03 5706998	**03 5700348** **ל 17:00 בכל יום מלבד ימי שישי וערבי חג** **קווי התמיכה פעילים בין השעות 12:00**

Please call these Customer Service Numbers only for PlayStation Hardware Support.
Details of call costs apply only to PowerLine Game Help numbers.
For Game Help, please call your local PowerLine number.

Customer Service Numbers		POWERLINE FOR GAME HELP
• Italia	167 520 523	**166 808 808*** **(Se minorenne chiedere permesso ai genitori. Il costo della telefonata è di Lit. 1.524 al minuto+IVA - ISICOM S.r.l. - Roma)*
• Malta	344700	**344700**
• Nederland	0495 544 562	**09 09 9 000 000*** **(0.99 Hfl./ min)*
• New Zealand	(09) 415 2446	**0900 97669*** **(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost $1.50 (+ GST) per minute).*
• Norge	66 79 96 20	**820 15 100*** *Åpen 24 timer NOK *8,75 pr. min.*
• Portugal	(01) 318 7306	**(01) 318 7306**
• España	902 102 102	**902 102 102**
• Sverige	08 510 196 00	**0719-310 311*** *Öppet Månd-Frd 17.00-21.00 *5:-/samtal*
• Schweitz	0990 55 20 55	**0900 55 20 55** **Ein Anruf kostet** **(Fr. 1. -/min.)* *Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigen um Erlaubnis fragen.*
• UK	0990 99 88 77	**0881 505 505 (incl. NI)*** **Touch Tone activated service. Calls charged at 41p* per minute during daytime, 28p* per minute at other times. (*Correct at May1997). Maximum call cost £2.99. Please seek permission from the bill payer before calling. Service provided by Telecom Potential, P.O. Box 66, Cleveland, BS21 7QX.*

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